FIG. 1 BACKGROUND ART

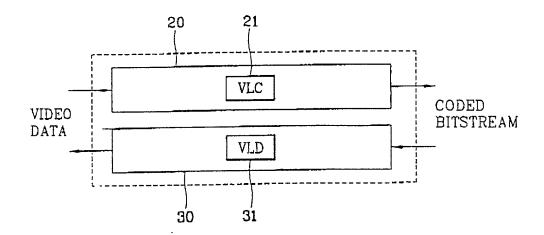


FIG. 2 BACKGROUND ART

SLICE #n+1		SLICE START CODE	ZERO-BIT
SLICE #n	106 107	SLICE START PARTITION 1 MARKER 1 PARTITION 2 MARKER 2 PARTITION 3	DCT COEFFICIENTS ZERO-BIT
	105	MARKER 2	
	104	PARTITION 2	MOTION VECTOR
	103	MARKER 1	Area and the second
	102	PARTITION 1	HEADER
	101	SLICE START	

FIG. 3

SLICE #n+1		SLICE START CODE	ZERO-BIT
SLICE #n	205 206	PARTITION 2 PARTITION 3 (+CHANNEL (+CHANNEL CODING)	DCT COEFFICIENTS ZERO-BIT
	204	PARTITION 2 (+CHANNEL CODING)	MOTION
	203	PARTITION (+CHANNEL CODING)	HEADER
	202	SLICE START PARTITION CODE	
	201	START	
		SLICE	

FIG. 4

PARTITION TABLE				
FIELD NAME	REQUIRED NUMBER OF BITS	CONTENTS		
B1	5	PARTITION 1 SIZE(HEADER INFORMATION)		
B2	6	PARTITION 2 SIZE(MV)		
B3	13	PARTITION 3 SIZE(DCT)		

FIG. 5

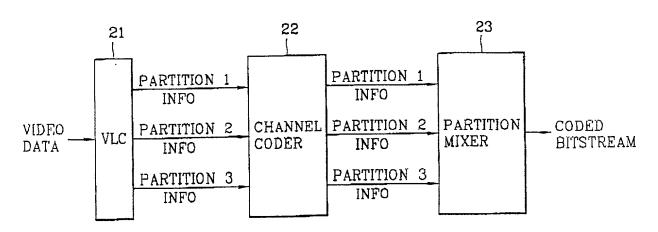
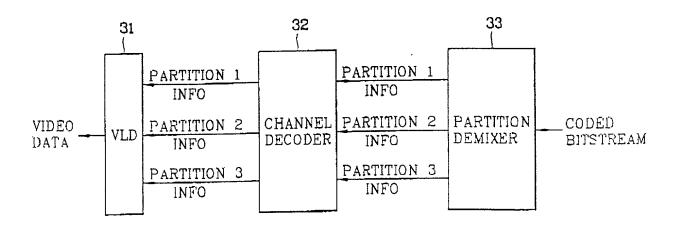
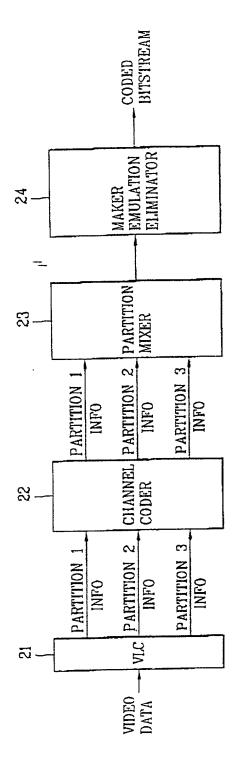


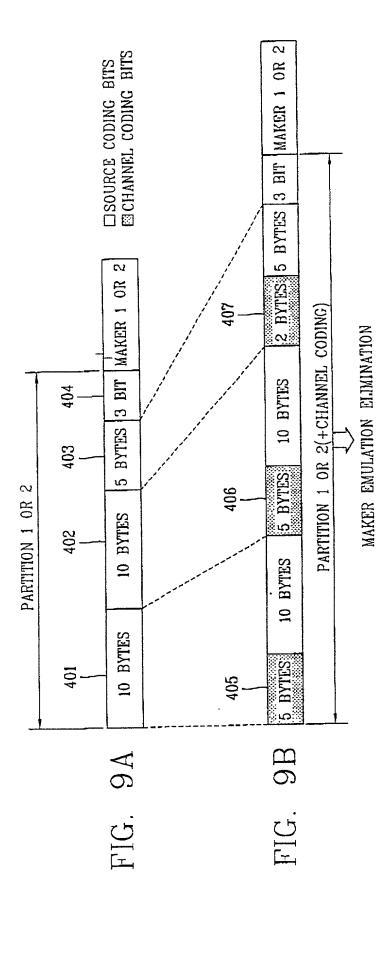
FIG. 6

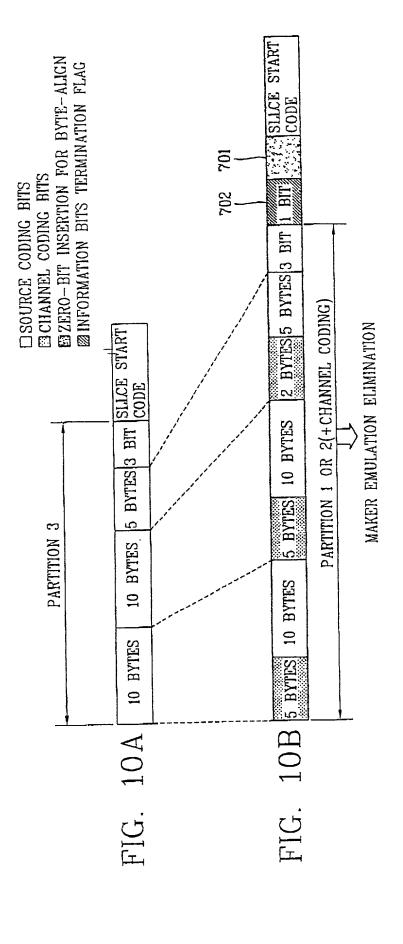


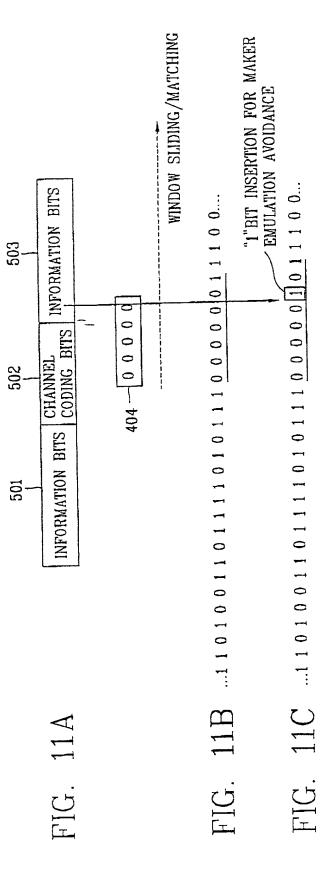
SLICE #n SLICE #n+1	303 304 305 1 306 307	1   PARTITION 2   PARTITION 3   SLICE START (+CHANNEL CODE CODING)   CODE	
SLICE	302 303	START (+CHANNEL MARKER CODING)	HEADER
	301	SLICE START	

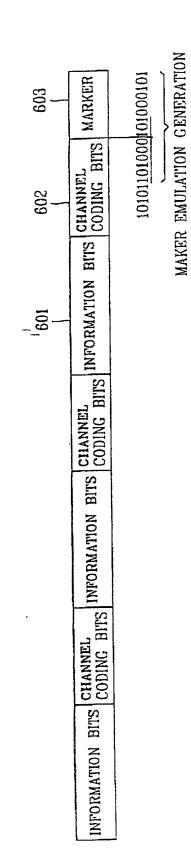
FIG. 8



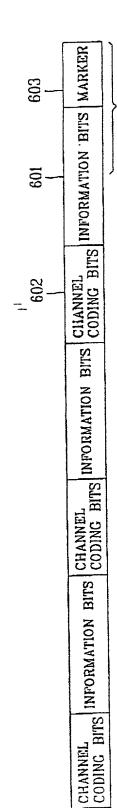








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MAKER EMULATION AVOIDANCE

